ROMMEL

BATTLES FOR TOBRUK

For Atari 400, 800, XE, XL with 48K and disk drive

Rommel: Battles for Tobruk is a detailed computer wargame for tank battles in North Africa in World War II. Players review situations on the map and computer screen, and then keyboard orders to their forces, defining strategies for winning the battle. The computer resolves the battle on the screen.

Some of *Rommel*'s strong points include:

■ **Historical Detail:** That's GDW's specialty. *Rommel* certainly has the most detailed and accurate historical order of battle of any computer wargame. The game system covers every aspect of the desert war, counting individual men, guns, and tanks (of many different types), minefields, morale, fatigue, supply, air power, limited intelligence, and much more. The information is accessible on the screen so players can see the results of the battles, or compare them with their own historical sources. *Rommel* also includes a 32-page historical notes booklet to give background on the situations being simulated.

■ **Ease of Play:** We've put a lot of work into making all this simple to use. You can play *Rommel* after reading only the first four pages of the rules. Basic keyboard input can be either right or left handed. And because this is a game of strategy, not a test of reflexes, any order you give can be canceled or changed at any time.

■ **Four Scenarios:** *Rommel* includes four different battles fought on roughly the same ground over a period of a year.

■ **Play by Mail:** *Rommel* (as well as our previous game *Chickamauga*) can be played by mail (or by modem).

■ **Artificial Intelligence:** The computer opponent will take either side in any of the four battles, and has no arbitrary advantages over a human player. If it wins, it does so by out-thinking you.

■ **The Corps Display:** At any time in the game, you can get a list of all units in each friendly or enemy corps, together with their current strengths. For use with the limited intelligence rules, the enemy corps table also tells you where and when each enemy unit was last encountered.

■ **Control of the Turn Review:** After resolving both players' moves simultaneously, *Rommel* displays a strategic map showing a "movie" of everything that happened in the turn. You can speed the review up, slow it down, or go forward or backward one step at a time.

Rommel has many other features and options for you to explore. This game can entertain the most devoted history buff with its understandable intricate detail, or the most avid gamer with its stategic options. If you enjoy military games, we think you will enjoy *Rommel: Battles for Tobruk.*

Contents: This game package includes: Basic Loading Instructions, Rules and Reference Book, Historical and Players' Notes Book, Joystick and Keyboard Chart, five Rommel situation maps (all identical), and one Rommel Game Disk (two-sided).